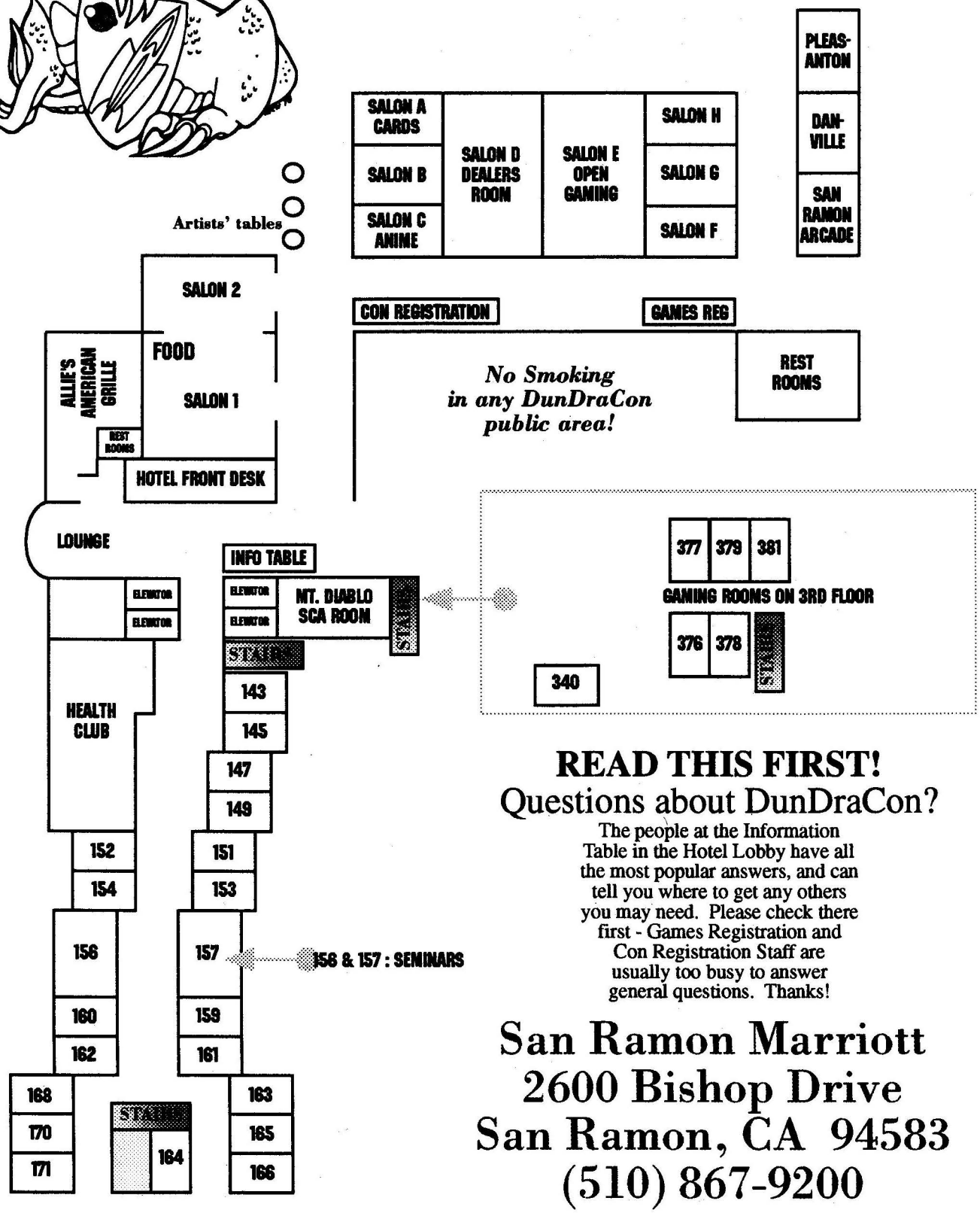
Welcome to

DUNDRACON 20



READ THIS FIRST!

Questions about DunDraCon?

The people at the Information Table in the Hotel Lobby have all the most popular answers, and can tell you where to get any others you may need. Please check there first - Games Registration and Con Registration Staff are usually too busy to answer general questions. Thanks!

San Ramon Marriott
2600 Bishop Drive
San Ramon, CA 94583
(510) 867-9200

MEET THE COMMITTEE

Chairman	Tony Hughes
Secretary	Steve Henderson
Hotel Liaison	Hilary Powers
Treasurer	Pamela Kramer
Registration	Hal Heydt
	Dorothy Heydt
Seminars & Tournaments	Art Pruyn
Official Games	Roderick Robertson
	Ellen Robertson
Program Book	Gordon Monson
SCA Liaison	Hilary Powers
Volunteers	Bill Keyes
	Mike Nebeker
Dealer Liaison	Steve Perrin
Miniatures Contest	Nick Tompkins
Flea Market	Mike Nebeker

CONVENTION REGISTRATION

Convention Center Lobby

Friday	4 pm	— 10 pm
Saturday	9 am	— 8 pm
Sunday	9 am	— 8 pm
Monday	9 am	— 12 pm

FULL MEMBERSHIP IS $35
ONE-DAY MEMBERSHIP IS $20
Keep Your Badge!
If we decide to replace your lost badge, you'll have to show ID and pay a fee.

DEALERS ROOM

You must have your own badge to get into the Dealers Room.
You MAY NOT smoke, eat, or drink inside.
Security will be firm on both points.

SALON D

Friday	**Setup only**
Saturday	**9:30 am — 5:30 pm**
Sunday	**9:30 am — 5:30 pm**
Monday	**9:30 am — 2:00 pm**

OPEN GAMING

Signup sheets are available at the Information Table if you want to plan ahead. Post them on the Open Gaming doors so people can join you in your game.

Salons E & 1 - non-stop, 4 pm Friday to 5 pm Monday - some tables may be reserved for demos.

Salons F, G & H - Friday night to Saturday 8am, Saturday midnight to Sunday 8am, Sunday midnight to end of the Con.

Salon B - Friday night - Saturday 8 am
Saturday Midnight - Sunday 7 am
Monday 8 am - 5 pm

We ask you to be courteous to others in the Open Gaming Areas and to pay attention to any announcements. Please put trash in the trash containers.

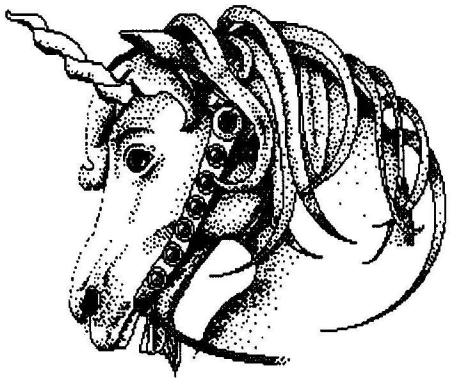
FOOD SERVICE

The Marriott will be serving food in Salon 1. Try there for quick meals or soft drinks at good prices.

A more sustaining (and expensive) meal can be had in Allie's American Grille, the Marriott's excellent restaurant.

ARCADE ROOM

The oft-requested Arcade video games are in the San Ramon Boardroom, under the aegis of OUTER LIMITS.



FLEA MARKET

Salons F, G & H

Sunday Schedule

Sign up: 2:00 - 4:00 pm at Con Reg

Set up: 5:00 -7:00 pm

Sales: 7:00 - 9:00 pm

NOTE: Personal sales only - no retail sales

Fee per 3'x3' table: $25.00

BAY AREA ANIMATION SOCIETY

The Bay Area Animation Society will host a Convention-long festival of animation features in Salon C.

VOLUNTEERS

THERE'S STILL A CHANCE TO SIGN UP AND HELP!

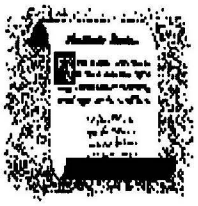
Get an inside view of the Con and get a chance to register for a game with *priority* by working for four hours, or put in eight hours with the volunteer crew and get your membership refunded as well as a game priority. Talk to Bill Keyes, Volunteers Coordinator, at the Info Table if you'd like to sign up.

Collectible Card Game Room

Salon A will be setup for playing and trading cards for the run of the Convention.

Artists' Corner

The corridor outside Salons A, B and C will be setup with some small round tables where you may be able to find artists willing to do character sketches and other traditional convention artwork.



SOCIETY FOR CREATIVE ANACHRONISM

The SCA will be in the MT. DIABLO ROOM again this year, and will take over SALON B for special programs Saturday afternoon and evening. The traditional SCA-style and gaming combat demos will probably be on one of the patios outside the ballroom foyer—the sheltered end, if it's raining. They'll have a constant display of armor, weapons (real and SCA legal), and medieval-style artifacts, with people there to help you try things out and argue about the effects on your favorite game system whenever there's no seminar in progress.

SCA Schedule (subject to change; check the sign outside Mt. Diablo Room for updates):

Friday

3 pm on —Setup and open discussion

Saturday

9 am —Room opens

10 am —Seminar: Things That Cut and Smash — detailed tour of the steel-weapons collection

11 am —Early Firearms: a how-to guide

1-3 pm —COMBAT DEMO (Outside)

3:30 pm —to be scheduled - see SCA room

5 pm —Arms & Armor of the Middle East — The other side of the Crusades, and why things were different there

7:30 pm —Audience participation (Salon B): Boffer knives and bucklers

Sunday

9 am —Room opens

10 am —Seminar: Archery — what arrows do for you (and to you) in games and the real world

11 am —Seminar: European Arms & Armor —what got used when, and why

1 pm —COMBAT DEMO (Outside)

3:30 pm —To be scheduled — see sign at Mt. Diablo Room

4:45 pm —Seminar: Arsenic Mousse and Other Delights —practical poisons for the adventurer

7 pm —Seminar: Trauma — injuries and their effects when magic can't fix them

Monday

9 am —Room opens

11:30 am —COMBAT DEMO (Outside, if anyone has the strength)

Seminars

Mapping for Gamers
Susan Jane C. Ankeney
Learn how to make maps for gaming. The seminar will cover the step necessary for creating a map from scratch for the geographic and cartographic illiterate, as well as the artistically impaired. During the seminar, a map will be created and it will be given away at the end. The emphasis will be on campaign mapping for F.R.P., but it will include mapping for board and other games.
Sat 9 am - 11 am Suite 156

Martial Arts Demo
Richard Payatt
A demonstration of Japanese forms of unarmed and sword combat. Will be in Salon B in case of inclement weather.
Sat 10:30 am - noon Patio outside registration.

What's Up at WotC
Charles Keith-Stanley, WotC
Find out what's happening at the giant in trading card games.
Sat 11 am - noon Suite 156

Life After Magic
Larry DiTillio
There are over 40 other trading card games than Magic. Find out about many of them, such as the Legend of the 5 Rings, On The Edge, Rage, and Vampire, from an avid TCG-gamer. Tips on how to get into TCG's without spending a small fortune and what the impact of the card gaming boom is on the game industry as a whole. Sat noon - 1 pm Suite 156

On Being a Game Master
Ken Moscardini
Lively discussion on the art of GMing or DMing or whatever you would call it with one of DunDraCon's premier GM's.
Sat 1 pm - 2 pm Suite 156

This Old World
Ken Moscardini
A how to on creating and running your own game world.
Sat 2 pm - 3 pm Suite 156

What's New with Hero Games
Bruce Harlick & George MacDonald
Come and find out all of the exciting changes that Hero Games is going through. Get the low down on Hero's publication schedule and upcoming projects and meet Hero Authors Steven S. Long, Mark Arsenault, Sean Fannon, Chris Avellone , and others. Learn about INSTANT HERO™. The Hero Games staff will also be glad to answer any rules questions you might have.
Sat 3 pm - 4 pm Suite 156

What's New with Hero Software
Steve Peterson & Ray Greer
Many things have been happening at Hero Software, and we want to fill you in! Come and learn the latest scoop on HeroMaker, and find out just what is going on with the long-anticipated CHAMPIONS computer game. Sat 4 pm - 5 pm Suite 156

Middle Earth Role Playing Update
Chris Seeman
MERP author and editor of the only Middle-earth gaming journal on the planet, leads a seminar on the current state of ICE's Middle-earth line, previews up and coming MERP releases, and entertains discussion on Middle-earth gaming in general.
Sat 5 pm - 6 pm Suite 156

The Evolution of RPG's in Cyberspace
Richard Aronson
As VR headgear and other interfaces improve, it is fairly near-term science fiction to imagine swordfighting with "real" virtual blades, spell casting with memorized gestures, etc. Listen and talk with one of the leading designers of FRP MUD's (Multi User Dungeons) as he discusses the design factors of RPG's in Cyberspace.
Sat 6 pm - 7 pm Suite 156

The Fun Factor in Designing FRP Games
Corey & Lori Cole
Two noted authors of some of the best computer adventure games and devilishly wicked dungeon crawls discuss how to have fun while building intriguing scenerios for your hapless victums.
Sun 10 am - 11 am Suite 156

What's New in Computer Gaming
Corey & Lori Cole
Learn from two of the best computer game authors what is happening in the industry that is programed for fun.
Sun 11am - noon Suite 156

Cinematic Techniques in Game Mastering
Larry DiTillio
Learn how to use cinematic techniques in your games from a TV and film writer. The story technique can pump up your role-playing GMing. Sun noon - 1 pm Suite 156

Gaming, Bah Humbug
Larry DiTillio
This is an angry seminar, in which audience and speaker get loud and nasty about what they don't like about gaming.
Sun 1 pm - 2 pm Suite 156

Roll Playing or Role Playing
Ken Moscardini
Join the debate. What is the best way to role play? Whatever your system, bring your thoughts and your sarcasm.
Sun 2 pm - 3 pm Suite 156

Magic: the Gathering Q&A
Charles Keith-Stanley, WotC
As we all know by now, poking an assassin won't prevent the death of the Tim, but exactly how does that Ice Cauldron work? The staff of Wizards of the Coast is willing to help answer your MtG (and other WotC games) questions.
Sun 3 pm - 4 pm Suite 156

The State of FRP GMing
Sean Patrick Fannon
Sean Patrick Fannon, long-time GM, RPG freelancer, and author of 'The Fantasy Role-Playing Gamer's Bible,' presents a panel for anyone who is or wants to be a Game Master. Drawing upon the model presented in his book, he'll give some hopefully useful tips and ideas on becoming a GM as well as improving your skills and techniques. He's also hoping you'll come by and help

teach him some things as well. Come by for a fun and lively presentation. Better yet, come by and get in on the discussion.
Sun 4 pm - 5 pm Suite 156

What's Up at White Wolf

Brian Hancock and the White Wolf Interactive Pacific Demo staff
Members of the West Coast representatives for White Wolf will discuss what is happening at White Wolf and answer your rules questions. Sun 5 pm - 6 pm Suite 156

Miniatures, Buildings & Terrain

Nick Tompkins
Nick Tompins runs you through basic miniature painting, advanced techniques, and how to make terrain and buildings for your miniature battles.
Sun 5 pm - 8 pm Pleasanton

City Building

Anders Swenson
The ever-popular city building seminar with Anders Swenson discussing the building of realistic fantasy cities.
Sun 6 pm - 7 pm Suite 156

Tournaments & MegaGames

The Ante Room

Manafest Staff
This room hosts an ongoing arena for Ante-challenges only. The Ante-room may also be considered a weekend long sealed deck or "bubble" tournament. In order to participate, you must register your 2 sealed starter packs (any edition) with the attendant. You will then be admitted to the room where you will open your packs and create your best 40 card minimum sized deck. You may not trade with others, and you must play for ante when challenging others in the room. When you leave the room you must check your deck at the door. When you return to the room you will pick up your deck from the host. You may choose to leave the room with your deck, but in order to be re-admitted later, you will have to start anew with 2 sealed decks. Also, if there are people waiting to enter the room, each challenge will be played in a King-of-the-hill fashion, where the loser will have to leave the room and wait in line to come back in. An informal rating of the top players will be posted and updated based on the size of the decks (including cards that are not part of the playing deck, but are part of the player's stash). The more duels you win, the more cards you'll have. And finally, please play honorably and don't bring cards to add to your deck or give cards to your friends. This room will be set up for this throughout the convention (although it may close for a bit in the wee hours of the morning). Decks must be claimed by 4 pm Monday.
Fri 8 pm - Mon 4 pm Room 152

Silverton

Randy Kreidt
Silverton is a game of running rails thru the Colorado Rocky Mountains, setting up mines and developing timber stands, to bring commodities to market.
6 players. Fri 8 pm - 4 am Danville

Lost Worlds Tournament

Weldon Adams & Chessex
The original dueling game is BACK! Compete for prizes throughout the convention against others using the original & new books. Register at the start-up session Friday night or at the Chessex table in the Dealer's Room (during normal hours) and then challenge others in single elimination about the con.
6 players. Fri 8 pm - 4 am Room 171

Desert Swarm

Nick Tompkins
Tallarn Desert Raiders and Dark Angel Space Marines hold a desert oasis against the Tyranids. All terrain & models provided
12 players. Fri 8 pm - midnight Salon 2

Werewolf Tournament

White Wolf Interactive Pacific Demo Team
Come compete in a Werewolf tournament with the WW Interactive Pacific Demo team. A young, inexperienced guardian pack is forced down a perilous path to prevent the ultimate evil from claiming the cairn of the Wetern Eye. 6 people/table 3 tables in each of the Round 1 groups, top two from each table advance to finals.
Sat 9 am - 2 pm Pleasanton - Round 1 - first groups
Sat 2 pm - 7 pm Pleasanton - Round 1 - second groups
Sun noon - 5 pm Pleasanton - Final Round

Monster Smash

Christopher Allen
Last year our Monster Smash tournament was a huge hit — we had over 20 players creating wonderful PLAY-DOH™ monsters and marching them across the table to attack one another!
20 players. Sat 9 am - noon Pleasanton

Magic: the Gathering
Type 2 Tournaments 64 players
Duelists Convocation Sanctioned

Scott Murata
Swiss style tournament where everyone plays all 4 rounds, 3 games per round. Entrance to the tournament will be assigned on a lottery system. There will be two seperate tournaments, each of 64 people. Entrants in the first session will not be eligible for the second session, unless there is insufficient interest in the second session. Each round will be 1 hour. Signup at the special table outside Salon H at the beginning time for each session. Only cards from MtG-4th edition, Chronicles, Fallen Empires, Ice Age and Homelands will be allowed in the deck. Minimum of 60 cards per deck, 15 card sideboard allowed, banned and restricted lists enforced.
Sat 9 am - 3 pm Salons G & H
Sat 4 pm - 10 pm Salons G & H

Pirates: Ramming Speed

Thomas Foss - Seventh Street Games
Priates meets Lepanto. Galleas', galleys and galliots rush to ram and board. Some ships and crews provided. Oared ships only.
12 players Sat 9 am - 5 pm Danville

Starfire Admiral's Tournament

Jeffery Kessler
The same event Task Force Games ran at Gencon and Origin. Choose from one of five fleets balanced against each other. Tactical battles only. Using rules errata from Sky Marshall #1.
16 players. Sat 10 am - 8 pm Room 171

Warhammer 40000 - Brainbasha

Joe Comfort

From the folks who brought you the Brainbasha (WH40K) convention, come and play in an assault style tournament featuring the latest in destructive technology. It's every man for himself in 4 person mini-combats with advancing rounds and a cataclysmic final. 24 players. Sat 10 am - 8 pm Salon 2

Starship: Flair Warning

Brad Carlson - Seventh Street Games

3-D space combat during a solar flare. Command your own ship and defeat the aliens. The colony is counting on you. Beginners welcome.

8 players Sat 5 pm - 11 pm Danville

Titan

Randy Kreidt

The monster slug-a-thon (trademark used by permission) made expressly for FRP gamers. All the monsters of a good dungeon crawl, without the plot to get in the way.

36 players. Sat 8 pm - 6 am Room 171

Magic: the Gathering - 32 players
Highlander – (There Can Be Only One)

John Hill & Scott McCannell

Single elimination tournament. Only common cards may be used (any WotC expansion). Only one of any card (other than basic land) may be used in the deck. Sixty card deck minimum. No Sideboards. Sun 8 am - 4 pm Salon B

Rage - 48 players
Sealed Deck

David Duer

Sealed deck tournament, one sealed starter deck and one Umbra booster (bring your own or we can provide then for you for $6 for both). The first round will be round robin one-on-one duels among groups of 6 players. The two players from each group who have the best record will advance to the next round, which will be single elimination. Sun 8 am - 4 pm Salons G & H

Cosmic Encounter

Doug McCarthy

Play the board game that Richard Garfield credits as one of the precursors to Magic! Be one of dozens of aliens, all with different powers, trying to take over the universe. Bring your own set and be assured of a seat. The first hour will be spent going over the basic rules. Mayfair game rules (and sets) only; Eon tournament rules for scoring.

16 players Sun 8 am - 4 pm Salon F

Pirates: Treasure Island

Rod Thompson - Seventh Street Games

This snatch & grab scenario features a beautiful treasure-laden island. Some ships and crews provided; and all ship types are welcome.

8 players Sun 9 am - 3 pm Danville

Warhammer Fantasy Battle

Curtis Wright

Tournament rules are as follows: 3000 points, max of 50% character models (including allied character models), no allied lords or special characters, there must be an allied unit for each allied character (above a champion) or war machine. There will be three rounds, all players can participate in every round. All army lists must be approved by Curtis prior to the tournament. Curtis Wright may be found on Saturday in Salon 1 during the Fantasy Rules! Demo/Game.

20 players Sun 9 am - 10 pm Salon 1

Theatrix - Sea of Lost Souls

Paul Garlow

Dreaming Dragon Productions presents Maritime Horror. Victorian era passengers and crew discover horror in Sargasso Sea. Multimedia, graphics, sounds, and 3-D sets.

8 players. Sun 10 am - 6 pm Suite 157

Star Trek Trivia Battle

Zoran Kovacich

Star Trek Trivia Battle is back again this year to test and tantalize those Trekkers who take their trivia seriously. Try your hand at a game of luck, skill and knowledge which resembles a cross between Trivial Pursuit™, Star Fleet Battles™, and Nuclear War™. C'mon...don't be shy, are you Geek enough?

6 players. Sun 10 am - 2 pm Room 171

Warhammer 40,000 Titans

Tim DuPertuis & Alan Carey

Come and play with the big boys! 40K scale Imperial and Eldar Titans and vehicles battle the traitorous forces of the Warmaster Horus and his Ork allies. Bring Titans and vehicles.

16 players. Sun noon - 8 pm Salon 2

Pirates: The First Command

Seventh Street Games

Your first ship. Your first venture. Sail your sloop to capture a vulnerable merchant ship. Only a few ships provided so bring your own. Sloops only.

8 players Sun 4 pm - midnight Danville

Theatrix - The Haunted Pampero

Stephen Breen

Dreaming Dragon Productions presents Maritime Horror. Death stalks the crew of a 19th century sailing ship. Multimedia, graphics, sounds, and 3-D sets.

8 players. Mon 8 am - noon Pleasanton

Magic: the Gathering - 32 players
Sealed Deck - Ice Age Only

Scott Murata

Swiss style tournament where everyone plays all 4 rounds, 3 games per round. This tournament is NOT Convocation sanctioned; however Convocation rules will be in force for the tournament. Entrance to the tournament will be assigned on a lottery system. Each round will be 1 hour. Bring a sealed Ice Age Starter deck, 2 Ice Age Booster packs and 4 basic lands. Signup at the special table outside Salon H at 9 am Monday.

Mon 9 am - 3 pm Salons G & H

Outpost
Randy Kreidt
Outpost, the exciting game of economical colonization and development of the planet Janna 36C. Interaction is intense, winning lines abound, and the chrome in this game is blinding.
8 players. Mon 10 am - 4 pm Room 171

Theatrix - Voodoo Island
Jock Murphy
Dreaming Dragon Productions presents a "Weird Tales" Pulp Adventure. Captain Teach & the Voodoo Priests of the Caribbean. Multimedia, graphics, sounds, and 3-D sets.
8 players.
Mon noon - 4 pm Pleasanton

Game Demos

Vampire: the Eternal Struggle
Brian Hancock, White Wolf Interactive Pacific Demo
Two hour demo detailing the latest expansions and strategies for the remake of the Jyhad product. Fri 8 pm - 10 pm Pleasanton

The CCG Oasis
Japji Khalsa & Anthony Gallela
The crew from Manafest (the largest CCG convention) will demo a number of new Collectible Card Games from a number of different publishers. This is a great way to discover new card games and see how they work in action. Many of the publishers have provided starter decks to be used in the demos and kept by those who come to the demos. Sat 9 am - 7 pm Suite 157

Fantasy Rules! Demo
Chris Wright & Chipco Games
Fantasy Rules! is a fast play miniature rules set for warfare in the worlds of fantasy and mythology. FR! features a novel "continuous magic" magic system that allows magic to be played at any time in the game by either side, four different kinds of magic users, special racial capabilities, a simplified movement and combat system, special character model capabilities, and Chipco's morale clock system. FR! is playable in a little over an hour with 500 point armies. The composition of individual armies is variable within some set parameters, and FR! is designed to allow play in 25mm or 15mm scales with all popular figure lines.
16 players. Sat 10 am - 8 pm Salon 1

Painting Contest

Entry is Saturday, from 10 am to 1 pm at the display area in the Dealers' Room.

Pick-up time is Sunday, from 10 am to 1 pm, same place. Entries not picked up on time will be held at the Convention Registration Desk.

Categories:

(1) Player Character Fantasy: a single fantasy figure mounted on a plain or sculpted base or unmounted

(2) Player Character SF: as Fantasy above

(3) Monster: SF or Fantasy

(4) Modification: An original unmodified figure presented along with the modification is preferred for side by side comparison, along with a description of what modifications were performed; judgement is based on how well done the modification is

(5) Diorama: a scene on a landscaped base within a 12" cube maximum size; the diorama should tell a story; judgment is based on (in order) story, scenery, and painting

(6) Warhammer 40K Squad: a group of 5-15 figures comprising a legal squad in the 40K game; judgement is on uniformity of insignia, detailing and battlefield 'look'

(7) Regiment - 10/20 figures comprising a Fantasy or SF regiment

(8) Vehicles: Fantasy or SF machinery or vehicles

(9) Standard Bearer: a single mounted or unmounted Fantasy/SF figure holding a standard; the standard s/b scratch-built (not a decal or cutout), aptness, depiction and painting are judged.

Maximum one entry per person per category. Entry fee is $2 per category. All entries must be in 25mm scale. There must be at least 5 entries in a category for a judging; categories with less than five will be cancelled and the entry fees refunded. Figures may be entered in more than 1 category. Size limits on dioramas/vignettes are dictated by our show cases. Certificates and ribbons will be awarded for first, second and third places.

This years contest will be run a little differently, as all prior first place winners are to be considered "master" painters and will compete only against other master painters in each category. Everyone else falls into the OPEN category.

Speed Painting Contests

These contests will be held in Salon F on Saturday. All materials will be provided (you can bring your own brushes & paints if you wish). Each contest is open to the first 30 members to sign up.

You will be provided with an identical based, primed miniature. You have one hour to paint it. Miniatures will be judged immediately after the contest. You keep your entry!

Paint for the contest was provided by Chessex; the miniatures were donated by Heartbreaker Minatures.

Session 1	Science Fiction	2:30 - 3:30 pm	Saturday	Salon F
Session 2	Fantasy	4:00 - 5:00 pm	Saturday	Salon F

Official Games by System Index

Abantey	214					
AD&D	107	108	109	110	113	114
AD&D	123	131	137	140	148	149
AD&D	209	212	213	218	304	309
AD&D	316	319	320	321	325	332
AD&D	403	412	413	417	501	505
AD&D	506	509	511	513	517	519
AD&D	520	522	523	526		
ALBEDO	215					
" Amber, Diceless"	336					
Ars Magica	147	323	415			
Battletech	404					
Call of Cthulhu	115	141	313	318	406	502
CoC/Gamma World	219					
Champions	111	129	139	151	208	217
Champions	222	307	310	333	401	409

Champions	514	525				
Changeling: Dreaming	146					
Compleat Arduin	201	327				
Cyberpunk	135	504	521	126	216	405
D&D	106	204				
Dangerous Journeys	317					
Dark Conspiracy	515					
Dirtside II	145					
Don't Look Back	142	326				
Dream Park	308					
Earthdawn	104	516				
Fantasy Hero	122	315				
ShadowFist RPG	101					
Freestyle	306					
Gamma World	150	507				
Gurps: Cyber	302					
Gurps: Fantasy	112	127				
Hero System	508	221				
Hero: Justice Inc.	125					
Last Great Empire	130					
Le Petite Empereur	410					
Legions of Steel	206					
" Live-action, Diceless"	510					
Mage: The Ascension	305	411	518	524		
Manablade	102					
Mekton Zeta	334					
Nephilim	134					
Ninja Hero	408					
Palladium Rifts	103					
Paranoia	105	503				
Pendragon	207					
Prime Directive	119	120				
Pulp Adventure	329	407				
Pulp Era	121	133				
Rolemaster - Outlaw	202					
Runequest	210	414				
Shadow Run	116	416				
Shadow Saga	322					
Skyrealms of Jorune	312					
Space 1889	211					
Space Marine	118	128	143			
Star Frontiers	132					
Star Hero	402					
Star Wars	144	324	337			
Starguard	328					
Starguard Miniatures	203					
Street Fighter	205					
Teens from Outer Space	311					
The Final Frontier	330	331				
Theatrix; Star Trek NG	335					
Timelords	314					
Toon	124					
TRP	338					
Vampire: Masquerade	138	220				
Warhammer 40K	303					
Werewolf: Apocalypse	117	301				
Warhammer 40K	527					
World of Darkness	136					
Wraith: The Oblivion	512					

Official Games

DunDraCon will attempt to get every member into at least one game. Due to chance, popularity of certain games and other factors, we cannot guarantee that any particular member will get into a game; still less that you will get into the game you want!

If you do not get into a game that you really want, show up for it anyway, as there may be an opening. This is up to the individual GM and the other players assigned to the game. If you really, *really* want to get into a particular game, volunteer for the Con. Volunteers get in free and they get one priority game assignment.

We are using a computer program that supplies a different random number to each member for each sign-up session, but it remembers who has been assigned a game already and gives priority to those who haven't.

All DunDraCon games will have 6-8 players.

There will be NO SMOKING in any rooms.

TO SIGN UP FOR A GAME:

1) **READ** this booklet for the sign-up session, time, and room of the game that you want.
2) **SIGN UP** for the game at the proper time as listed below. Watch for special postings at the Con that may alter these times.
3) **USE** the proper sign-up form - remember to write clearly and put your member number and name on the form.
4) **DO NOT** submit multiple forms - it will not improve your chances, as each member can only have one form in for each session. The computer knows if you have signed up, and you may be penalized for putting us through the extra input effort....
5) **LIST** each game only once on the forms - if you don't get the game as your first choice, you can't get it as your second!

We try to assign game numbers by the sign-up session, with the games numbered 100-199 in the first signup session, games 200-299 in the second sign-up session, etc. Sometimes, due to emergencies, we have to move a game to a different session. Check at Games Registration for any changes, or new games.

101 ***Rise of the Dragons***
System: Feng Shui - The ShadowFist RPG
Fri at 8:00 PM in room 143 for 8 hours
Char/Player: 1 GM: Rennie Saunders
Variations: Playtest Char: Characters provided by GM
Hong Kong action cinema meets Time Cop. Something has been eating the fair folk of HK! It's time you learned of the Secret War. C'mon dragons, let's kick butt!

102 ***Crisis in New Dayton***
System: Manablade
Fri at 8:00 PM in room 145 for 8 hours
Char/Player: 1 GM: Ian Toll
Variations: Home System, Roleplay is emphasized
Char: Characters provided by GM
'Id' drew the bid, and it won you the job. Mission: bypass the Indies, Bangers and Corps; stop the overthrow of the government, and prevent the nukeing of Ohio!

103 ***The Icon***
System: Palladium Rifts
Fri at 8:00 PM in room 147 for 8 hours
Char/Player: 1 GM: Randy Heinrich Level: 9th-12th Level
An ancient artifact has been found. You have been asked to transport it to New Lazlo. Good Luck.

104 ***Blood Alley***
System: Earthdawn
Fri at 8:00 PM in room 149 for 10 hours
Char/Player: 1 GM: Sean A. Havins Level: Circle 4-6
A valuable herb has stopped coming to Bartertown. The rumors about what happened have been circulated. It's time for someone to find the truth. Will it be you?

105 ***All the news that's fit to [CENSORED]***
System: Paranoia
Fri at 8:00 PM in room 151 for 8 hours
Char/Player: 1 GM: Marc Grossberg
Char: Characters provided by GM
The Computer wants citizens informed and happy. The Computer wants YOU to publish a newspaper. Doesn't this make you happy?

106 ***Even Death May Die***
System: D&D
Fri at 8:00 PM in room 154 for 8 hours
Char/Player: 1 GM: David Camp
Level: 10-14th Level Variations: 2nd ed.; No Psionics
That is not dead which can eternal lie/ yet with strange aeons/ even death may die... Heavy Combat

107 ***Tournament of Doom - Team of Good***
System: AD&D
Fri at 8:00 PM in room 156 for 8 hours
Char/Player: 1 GM: Ash Thomason
Level: 8th
Variations: 2nd ed. Some Players option Combat and Tactics
Char: Characters provided by GM
Classic Good VS Evil in an ever-changing realm created by the Gods. So brandish sword and ready spell...

108 ***Tournament of Doom - Team of Evil***
System: AD&D
Fri at 8:00 PM in room 156 for 8 hours
Char/Player: 1 GM: Jeremiah Harvey
Variations: 2nd ed. Some player option Combat and Tactics.
Char: Characters provided by GM
Classic Evil VS Good in an ever-changing realm created by the Gods. So brandish sword, and ready spell...

109 ***Heart of the Dragon***
System: AD&D
Fri at 8:00 PM in room 157 for 8 hours
Char/Player: 1 GM: Ross Glenn
Level: 7-10
Variations: spell points, otherwise minor
A little game of "Who do you trust?" The Archmage Aspect wants a dragon's heart, but it's not gonna be easy! Adventure in the THIEVES WORLD mold.

110 ***Only Time will Tell***
System: AD&D
Fri at 8:00 PM in room 159 for 8 hours
Char/Player: 1 GM: Nick Hayden
Variations: 2nd ed.; Own World, Racial differences only
Char: Characters provided by GM
You are officials in the Gnoll Empire and you must discover a plot to kill the Emperor. Mature Roleplaying, much political intrigue and only a few dice rolls!

111 ***Agents of Victory***
System: Champions
Fri at 8:00 PM in room 160 for 6 hours
Char/Player: 1 GM: Mark Mensch
Level: 150 pts.
Variations: Hero Games sponsored event
Char: Characters created at game
Once again the Heros caught the villain and saved the world - leaving the IBPA to mop up. But this time they forgot to check all the doors.

112 ***Brigand's Doom***
System: Gurps Fantasy
Fri at 8:00 PM in room 161 for 8 hours
Char/Player: 1 GM: Mark Vargus Level: 100 pts
A tent camp has appeared near the city. Rumor speaks of great treasure and a terrible curse. Could this be your big chance? Come and find out.

113 ***The Krypthome***
System: AD&D
Fri at 8:00 PM in room 162 for 6 hours
Char/Player: 1 GM: Nikki Orlovitz
Level: 1st-3rd Level Variations: 2nd ed.
Char: Characters provided by GM
Wild magic abounds. The dwarves need your help, but can you get there in time?

114 ***Darkly Through the Night We Ride***
System: AD&D
Fri at 8:00 PM in room 163 for 6 hours
Char/Player: 1 GM: Jim Katic
Level: 4th-6th Level
Variations: 2nd ed.; Common Sense, Roleplaying & Humor over Ruleplaying
In the World of Arzmoor, the city of Haven is a dark place, full of those who would kill for fun and entertainment. Can you stop them ? (Or even slow them?)

115 ***Egad! That's the Most Unusual Reptile I've Ever Seen***
System: Call of Cthulhu
Fri at 8:00 PM in room 164 for 8 hours
Char/Player: 1 GM: Michael Gutterres
Level: Begin to Intermediate
Variations: Cthulhu Now!; Combat & Critters
Char: Characters can be provided
G.E.'s Southbend nuke plant is poisoning the Bayou, but that's no excuse for kidnapping and sabotage. Can a team of specialists prevent a disaster? Be afraid...

116 ***Operation: Sentinel***
System: Shadow Run
Fri at 8:00 PM in room 165 for 8 hours
Char/Player: 1 GM: Steve Huntsberry
Level: 100 Karma
Variations: 2nd ed.; Some house rules
Your team has been hired to protect an important corporate scientist until the big meeting. Subtlety and competence strongly encouraged. Mostly Roleplaying.

117 ***In the Shadows, by the Firelight...***
System: Werewolf: the Apocalypse
Fri at 8:00 PM in room 166 for 6 hours
Char/Player: 1 GM: Tony Vargas
Level: Rank 0-2
Variations: Elements of Other Storyteller games
...cubs act out the stories of our Sept's great heros, but the end of this story has yet to be written.

118 ***Battle for Evres 480***
System: Space Marine
Fri at 8:00 PM in room 168 for 3 hours
Char/Player: GM: Rod Thomson
Join the carnage as Imperial forces battle hordes of blood thirsty aliens for Evres 480, the last standing city on the planet. Beginners welcome and encouraged!

119 ***Avatar of the Apocalypse - Team 1***
System: Prime Directive
Fri at 8:00 PM in room 170 for 8 hours
Char/Player: 1 GM: Dave Jones
Variations: Federation.
Char: Characters can be provided
A gifted scientist has gone AWOL on a dying world. The Prime Team must find him, but they aren't the only ones seeking a man who knows how to kill the Galaxy!

120 ***Avatar of the Apocalypse - Team 2***
System: Prime Directive
Fri at 8:00 PM in room 170 for 8 hours
Char/Player: 1 GM: Ty Arbogast
Variations: Non-Federation
Char: Characters can be provided
A gifted scientist has gone AWOL on a dying world. The Prime Team must find him, but they aren't the only ones seeking a man who knows how to kill the Galaxy!

121 ***Bad Mutha's***
System: Pulp Era
Fri at 8:00 PM in room 171 for 8 hours
Char/Player: 1 GM: James Carpio
Variations: 70's Crimeshow, Action, Xploitation. Not for the easily offended
Char: Characters provided by GM
Welcome to the hard streets of Edge City's Ghetto. Crimelords and corrupt pigs always been a thorn in your side. Now a New Evil comes to town, can you Dig It Man?

122 ***Welcome to New Arduin!***
System: Fantasy Hero
Fri at 8:00 PM in room 340 for 12 hours
Char/Player: 1 GM: Sean Sturgeon
Level: 150-375 Pts
Variations: Bring characters from any Hero genre
Explore & Adventure in New Arduin. Roleplaying, Diplomacy & sneakiness hoped for, but fun clueless combat probable.

123 ***The Liberation of Saltmarsh***
System: AD&D
Fri at 8:00 PM in room 376 for 8 hours
Char/Player: 1 GM: Larry R. Bonilla
Level: 10th-15th Level
Variations: 1st and 2nd ed.; Evil characters at GM's discretion; Home Rules
The Black Network is seeking experienced "specialists" to assist in removing a long overdue problem. Help free a city from the Harpers & Lords of WaterDeep.

124 ***Toon Time Theatre: Double Feature***
System: Toon
Fri at 8:00 PM in room 377 for 8 hours
Char/Player: 1 GM: Doc Cross
Level: varied
Variations: Oh Yes!
Another wacky Double Feature! This year, it's Jurrasic Pork (Swineosaurs on the Loose) and the X Fools (The Spoof is Out There). Laughs o'plenty, my little toonsters!

125 ***The Sun Rises in the West***
System: Hero System - Justice Inc.
Fri at 8:00 PM in room 378 for 8 hours
Char/Player: GM: Randy Greer
Level: Beginner thru Advanced
Variations: Some Dark Champions, 30's mindset
Empire, Destiny: these are what make a country great. Something besides bridges are being built in Fog-town. An ill wind has blown the Clipper home, to the fog...

126 ***The Return of "Regar the Good"***
System: Cyberpunk 2020
Fri at 8:00 PM in room 379 for 8 hours
Char/Player: 1 GM: Bill Howard
Level: Low Level
Variations: Minor mods to Armor and Stun Damage
Needless, senseless, non-stop violence. Do not bring a netrunner. I prefer new characters. Beginning players welcome, just have a character in hand at start of game. No CyberJunk!

127 ***Throne of Elfland***
System: Gurps
Fri at 8:00 PM in room 381 for 8 hours
Char/Player: 1 GM: Tanith Tyrr
Variations: Roleplaying more important than die rolls
Murder, Mystery, Romance and Scandal in the decadent High Court of Nhar Rhiyen. Semi-live action; mature roleplayers only, please.

128 ***Battle for Evres 480***
System: Space Marine
Fri at 11:00 PM in room 168 for 3 hours
Char/Player: GM: Rod Thomson
Join the carnage as Imperial forces battle hordes of bloodthirsty aliens for Evres 480, the last standing city on the planet. Beginners welcome and encouraged!

129 ***Mumble, Fumble, Bumble, BOOM!***
System: Champions
Sat at 8:00 AM in room 143 for 8 hours
Char/Player: 1 GM: David Rakonitz
Level: Max Att:60 pts, Def: 30.
Variations: Minimal
A garbled message. A missing code. Solve the puzzle before it explodes!

130 ***Cybermickey's Revenge***
System: Last Great Empire
Sat at 8:00 AM in room 145 for 10 hours
Char/Player: 1 GM: Les Child
Level: Any
Variations: DOOM

A cyberdemon has led his infernal legions from the pits of Hell to invade Disneyland! Your team's job is to send 'em back to Never-Never Land!

131 ***The Death Stone***
System: AD&D
Sat at 8:00 AM in room 147 for 12 hours
Char/Player: 1 GM: Armando Martinez
Level: 5th-8th Level
Variations: 2nd ed.; ~20% variations

You find yourself in a strange place where magic is being drained away. You must stop it before it is all gone.

132 ***The Stoner Syndrome***
System: Star Frontiers
Sat at 8:00 AM in room 149 for 8 hours
Char/Player: 1 GM: Michael Clark
Level: any
Variations: Some Cyberpunk and Mech adaptation

The Corps have gone mad; everyone is an enemy but you don't know who. Uncover why the corps want you dead and what the compound called "The Pain" is.

133 ***Tomb of the Myrmidon***
System: Pulp Era
Sat at 8:00 AM in room 151 for 8 hours
Char/Player: 1 GM: Michael R. Smith
Level: n/a
Variations: 30's Cliffhanger

Doc Aries and his band of intrepid heros search for the lost Tomb of the Myrmidon. Face Nazis and ancient evil in a quest for ancient power.

134 ***Table Mountain Indian Casino***
System: Nephilim
Sat at 8:00 AM in room 154 for 4 hours
Char/Player: 1 GM: Eric Rowe
Char: Characters provided by GM

Vacationing in Fresno, you and your friends discover a plea for assistance in the local paper. Templar activity is indicated, not to mention all those strange lights in the sky.

135 ***Shadow Dancer***
System: Cyberpunk
Sat at 8:00 AM in room 159 for 8 hours
Char/Player: 1 GM: Donna Bashaw
Char: Characters provided by GM

You have been hired to take out one of the best netrunners. Let's see how well you dance.

136 ***Immortal Bonds***
System: White Wolf World of Darkness
Sat at 8:00 AM in room 160 for 8 hours
Char/Player: 1 GM: Matthew Gaston
Level: Immortal!
Variations: Immortals (Highlander style)

One hundred years ago, you made a pact of vengeance. Now you must work together to destroy a Dark Immortal who amy soon have the world in his hands. Design your own Highlander-style immortal.

137 ***Friends in Low Places***
System: AD&D
Sat at 8:00 AM in room 161 for 4 hours
Char/Player: 1 GM: Erik Benson
Variations: Living City
Char: Bring a L.C. character, or create at game

Will you help a priestess of Selune for a small gift? RPGA members receive standard XP.

138 ***Fangs in the Mist***
System: Vampire: The Masquerade
Sat at 8:00 AM in room 162 for 10 hours
Char/Player: 1 GM: Kwei-Cee Chu
Level: Ancilla (ca 50 EP)
Variations: Vampires only! and no Sabbat either!

All is not well in the City by the **Bay** - a killer hunts both Kine and Kindred! So come join the Archon's posse! The Fog rolls in, Death stalks the streets...

139 ***The Revolution***
System: Champions
Sat at 8:00 AM in room 163 for 6 hours
Char/Player: 1 GM: Mark Cumming Level: 250 pts

Its been three years since the war with Demon began. The resistance's only hope has been captured, you must free her before what has been gained is lost.

140 ***Just Another Day at 15th level***
System: AD&D
Sat at 8:00 AM in room 164 for 10 hours
Char/Player: 1+ GM: Kenneth Pryde
Level: 2.5 million EP + 50K in Magic Items
Variations: If you want something weird, bribe me

The Archmage Kenjobob has summoned you to face something described as: "Real big & full of bad guys". You've beaten up GODS before, how hard can it be?

141 ***Seven Sermons to the Dead***
System: Call of Cthulhu
Sat at 8:00 AM in room 165 for 12 hours
Char/Player: 1 GM: F. Scott Nordstrom
Level: Any
Variations: Magick house rules, Beginner welcome

Sweden: 1933. In a world filled with horror, the refuge offers hope and healing. The dead seek life while the living court madness.

142 ***Hunting the Wild Sasquatch***
System: Don't Look Back
Sat at 8:00 AM in room 166 for 6 hours
Char/Player: 1 GM: Lori Methany
Char: Characters provided by GM

You are Northern California 5th graders, off to hunt the Sasquatch. Horror in the low-key, mundane genre of "Stand By Me". Sponsored by Mind Ventures, Prizes given.

143 ***Battle for Evres 480***
System: Space Marine
Sat at 8:00 AM in room 168 for 4 hours
Char/Player: GM: Rod Thompson

Join the carnage as Imperial forces battle hordes of bloodthirsty aliens for Evres 480, the last standing city on the planet. Beginners welcome and encouraged!

144 ***Tatooine Bounty***
System: Star Wars
Sat at 8:00 AM in room 170 for 4 hours
Char/Player: 1 GM: Dovjosef Anderson
Char: Characters provided by GM

Fate and fortune have brought you to the scorched planet of Tatooine. Somebody wants the sand-people dead; the bounty is 400 credits per head... But who? and why?

145 ***The Valley of Death***
System: Dirtside II
Sat at 8:00 AM in room 171 for 6 hours
Char/Player: GM: Aron Clark
Char: Miniatures Provided

Dirtside is an exciting new game of science fiction ground combat, played at 1:3000 scale. No experience is needed to play, rules are fast, easy and fun.

146 ***The Treasure Hunt***
System: Changeling: The Dreaming
Sat at 10:00 AM in room 340 for 8 hours
Char/Player: 1 GM: Jeff Combos
Level: beginner-avg
Char: Characters provided by GM

Play children who are thrust into a dangerous quest for a lost freehold. Ownership of the Changeling Cantrip cards not necessary to play. Emphasis will be on roleplaying over combat. Recapture the innocence of youth!

147 ***RENT IS DUE PROMPTLY ON THE FIRST, or, THE MAGUS IS IN THE MAIL***
System: Ars Magica
Sat at 10:00 AM in room 376 for 8 hours
Char/Player: 1.5 GM: Steve Saunders
Level: Gauntlet+5 yrs
Variations: 3rd ed.; Some internet list based rules
Char: Characters can be provided

The King dislikes magi & things Magical. Your home is only by the grace of the more open-minded local Baron. The King is on progress; the Baron needs a small favor...

148 ***Turalynn: The Red Octagon***
System: AD&D
Sat at 10:00 AM in room 377 for 8 hours
Char/Player: 1 GM: Kevin Gross
Level: 6th-8th level
Variations: 2nd ed.; Arduin Flavor
Char: Characters provided by GM

As special agents of the Penavrikan Crown, your job is to stop Moriyuman gun runners on the road between Arklow and Ballinalack. The question: Can you keep from killing each other before the gun runners kill you?

149 ***-Kill them All-***
System: AD&D
Sat at 10:00 AM in room 378 for 10 hours
Char/Player: 1 GM: Bruce Mattos
Level: 6-10th level
Variations: 1st & 2nd ed. combo.
Char: Characters provided by GM

Death threats are a common thing in the city of Greyhawk, but when it's a friend who gets waxed, you're pissed! Search & destroy the perpetrators.

150 ***Three Days to the Apocalypse***
System: Gamma World
Sat at 10:00 AM in room 379 for 8 hours
Char/Player: 1 GM: Jamie Grimes
Level: 10+
Variations: 1st ed.
Char: AD&D characters can be adapted

You are sent from the devastated future to a past on the brink of war. You have but three days to stop the apocalypse from destroying the world.

151 ***V-FALL***
System: Champions
Sat at 10:00 AM in room 381 for 8 hours
Char/Player: 1 GM: Scott Barlow
Level: 250 pts, 11D6
Variations: No Adjustment powers

You are filling in for the regular superteam while they are offplanet. Can you solve the mystery behind V-FALL and stop them in time?

201 ***The Hell of Gates***
System: Compleat Arduin
Sat at 12:00 Noon in room 154 for 12 hours
Char/Player: 1 GM: Mark Schynert
Level: 5+
Variations: All optional rules except spell aging.

The last Dave Hargrave Memorial Run. Rescue & hit escape before all 95 windows crash. Sorry, no toll-free tech support. Is it the end of the Multiverse?

202 ***Deadwood 1880***
System: Rolemaster - Outlaw
Sat at 12:00 Noon in room 161 for 6 hours
Char/Player: 1 GM: Paul Amala
Variations: Some GM Variations
Char: Characters provided by GM

Somewhere in the Dakota badlands, your brother's murderer has gone to ground. Western Roleplaying with gritty realism. Note: Violent content. Beginners Welcome.

203 ***Raid the Ice Box***
System: Starguard Miniatures Battle
Sat at 12:00 Noon in room 168 for 6 hours
Char/Player: GM: Larry Adams
Variations: Simplified Home Rules to speed play
Char: Figures Provided

Frost Bunnies must defend Arctic Research Station Alpha 6 against unknown invaders during a meteor storm. Fast and furious Sci-Fi miniatures battle.

204 ***The Race for Vorpal Wraith***
System: D&D
Sat at 12:00 Noon in room 170 for 12 hours
Char/Player: 1 GM: Jason Singer
Level: 13-16th Level
Variations: Some AD&D

The Wraith has risen from the lair of Hades and it must be destroyed before it reaches its master, or there will be Hell to pay. No Evils, pets, rules lawyers, etc.

205 ***Griffon Rising***
System: Street Fighter
Sat at 2:00 PM in room 163 for 8 hours
Char/Player: 1 GM: Robert E. Johnson
Level: Sponsored PC

Griffon Int. is proud to welcome you to their first annual tournament. All Divisions welcome. Let the fights begin.

206 ***Legions of Steel***
System: Legions of Steel
Sat at 2:00 PM in room 166 for 6 hours
Char/Player: 1 unit GM: Miguel Echavarria
Level: ~400 UPV
Variations: Some advanced rules, Scenario based on Alien Expansion
Char: Figures provided by GM

Legions of Steel is an elegantly simple Game system that emphasizes high-mobility, Tactically challenging combat engagements.

207 ***The Christmas Tournament***
System: Pendragon
Sat at 2:00 PM in room 171 for 8 hours
Char/Player: 1 GM: Peter Corless
Level: 3,000-7,000 Glory, ~18-22 best skills

494, The height of Uther Pendragon's reign. Not only must the players prevail at the Earl's Tourney, but can they also avert war with the Saxons?

208 ***The Mutant Factor***
System: Champions
Sat at 4:00 PM in room 143 for 8 hours
Char/Player: 1 GM: Scott Kosarich
Level: 400-500 pts, 120 active pts attack
Variations: Not strictly by the book

Who's behind the recent deaths and disappearances of mutants? Government arms stolen. And: the president's new budget proposal. Next on the Ten O'Clock News.

209 ***The Golden Sword***
System: AD&D
Sat at 4:00 PM in room 149 for 8 hours
Char/Player: 1 GM: Thomas L. Gardner
Level: 5th-10th Level

The Wizard Ringlerun needs a group of heros to venture to Grimsword Keep and retrieve Sir Grimsword's legendary Golden Sword in order to defeat The Overlords.

210 ***Sleeping Beauty?***
System: Runequest
Sat at 4:00 PM in room 151 for 8 hours
Char/Player: 1 GM: Barney James
Level: 75%+ Variations: 3rd ed.

A foreign prince is hiring adventurers to rescue a princess under an ancient curse. Sound familiar? Guess again.

211 ***Noodoligon Space 1889***
System: Space 1889
Sat at 4:00 PM in room 159 for 6 hours
Char/Player: 1 GM: Raymond L Nelson

Locate the "new" Fennian steamer.

212 ***Seaquest VI***
System: AD&D
Sat at 4:00 PM in room 160 for 6 hours
Char/Player: 1 GM: Thomas R. Woelfel
Level: 6th-9th level
Variations: 2nd ed.; Minor house rules

Wanted: able bodied adventurers for a seafaring voyage and island adventure to retrieve a lost talisman of the Temple of Tempus. Inquire at the House of Swords.

213 ***Darkstar***
System: AD&D
Sat at 6:00 PM in room 145 for 6 hours
Char/Player: 1 GM: Chris McGuigan
Variations: Living City
Char: Bring a L.C. character, or create at game

Wanted: Darkstar. Are you brave enough and good enough to capture "Darkstar"? RPGA Network Standard xp.

214 ***Bad Seas?***
System: Abantey
Sat at 6:00 PM in room 161 for 6 hours
Char/Player: 1 GM: Rebecca L. Thomas
Variations: Unpublished
Char: Characters provided by GM

You're a Rogue, believing in no God. The God followers are leaving the Seas and Trade towns. Why? The future of the Rogue Culture may depend on what you find!

215 ***The Wreck of the 'KEECHI'***
System: ALBEDO: the Role Playing System
Sat at 6:00 PM in room 162 for 6 hours
Char/Player: 1 GM: Hubert Bartels
Level: all
Variations: Modified task resolution

When a starship arrives without a crew, the characters must investigate. An ILR plot? Or pirates? Based on the 'Albedo' anthropomorphic comic by Steve Gallacci.

216 ***Sonata for Gun and Piano***
System: Cyberpunk 2020
Sat at 6:00 PM in room 164 for 8 hours
Char/Player: 1 GM: Tom Johnson

Everyone knows about the cut-throat business of the Rock Musicworld. How does it happen that a Classical composer is hiring an extraction team?

217 ***Hero Kombat***
System: Champions
Sat at 6:00 PM in room 168 for 6 hours
Char/Player: 1 GM: William Chan
Level: 250-275 Points

The Cosmic Balance is in jeopardy and only you can help restore the balance of Good and Evil, Right and Wrong, Light and Darkness. It's a battle of epic proportions; are you strong enough to meet the challenge?

218 ***Demon Night***
System: AD&D
Sat at 6:00 PM in room 340 for 8 hours
Char/Player: 1 GM: David Orlovitz Level: 10th-13th level
Variations: some rules from Combat & Tactics

Evil necromancer is trying to take over the world by bringing in demons. Can you stop him? All races and most classes allowed. Good or Neutrals only.

219 ***The Ghooric Zone - 2237 AD***
System: Call of Cthulhu / Gamma World
Sat at 6:00 PM in room 376 for 8 hours
Char/Player: 1, 1 bckp GM: Alexander Stojanovic
Variations: CoC mechanics melded with 1st ed. Gamma World
Char: Characters provided by GM

The UFV Andrei Tarkovskii, a research vessel launched by the Sikov-Asokai Combine in 2237, returns to an Earth overrun by plagues, radiation and strange, degenerate cults.

220 ***Bloody Mistake***
System: Vampire: The Masquerade
Sat at 6:00 PM in room 377 for 8 hours
Char/Player: 1 GM: Johanna Mead
Level: moderate
Variations: 2nd ed.; some mods.

Kindred have disappeared. A hot new street drug is sweeping through the San Francisco club scene. The Prince has made no comment. What's going on?

221 ***The Ruins of Aeria***
System: Hero System
Sat at 6:00 PM in room 379 for 8 hours
Char/Player: 1 GM: Dennis L. O'Brien
Level: 50 pts + 50 Disads
Variations: Space: 1889 background
Char: Characters can be provided

Professor Hunter has located a possible site of ancient Martian ruins. Brave adventurers needed to explore it.

222 ***Threat Factor Zero***
System: Champions
Sat at 6:00 PM in room 381 for 10 hours
Char/Player: 1 GM: Michael Smith
Level: 300pt max/75 active
Variations: 4th ed.; Be Creative!

Only Earth's mightiest heros can stop the awesome power of...Negative Man! If not, the entire city of Seattle gets vaporized. U2. Bummer dude...

301 ***Covered with Blood, With Kin until Death***
System: Werewolf: the Apocalypse
Sat at 8:00 PM in room 147 for 8 hours
Char/Player: 1 GM: John W. Oliver
Level: Low to Mid.
Char: Characters provided by GM.

Darkness has come across the burning salts, bringing a stifling humidity to the land. In a flash, a pack is gone, and thunder is rolling close behind.

302 ***That's F.A.E.R.I.E You Moron!***
System: Gurps (Cyberpunk/Shadowrun)
Sat at 8:00 PM in room 156 for 8 hours
Char/Player: 1 GM: Cassandra L. Kyle
Level: n/a
Variations: Cyberpunk, Magic, Fantasy Folk/ Combat & Maneuvers

Say What? Magic? Elves? What have you been sniffin', fool? Watchin' too much Tridee? Tell you what, you find me an elf or magic dude an' maybe we'll talk.

303 ***Thylok's Thunder***
System: Warhammer 40K
Sat at 8:00 PM in room 157 for 12 hours
Char/Player: GM: Mark Caballero
Char: Miniatures Provided

Your marines must stop the Ork warlord Grunge Thylok from completing his new Mega-Gargant!

304 ***The Dreaming Kings***
System: AD&D
Sat at 8:00 PM in room 165 for 8 hours
Char/Player: 1 GM: Bud Chomnart
Level: 1.5-3,000,000 EP
Variations: 2nd ed.

Oh mighty crusaders - so fierce, so proud / Bask in the sun - we shall rise / Sing your songs - we shall hate / Say your prayers - we shall destroy!

305 ***Mage!***
System: Mage: The Ascension
Sat at 8:00 PM in room 166 for 8 hours
Char/Player: 1 GM: Shon Davis-Clark
Level: Med, <6 Arete, <5 Sphere

Mages must go through a Seeking in order to increase their understanding of the Universe. When an oracle undergoes his Seeking, others get sucked in. This is a player interactive game heavy on role-playing.

306 ***A Deed Most Dark, a Murder Most Foul***
System: Freestyle
Sat at 8:00 PM in room 378 for 8 hours
Char/Player: GM: Christopher A Muoio
Variations: Live Action Roleplaying

A cast of many parade before the all-knowing fates. How does the murder of a commoner sway the balance of things to come? A murder mystery most unusual awaits.

307 ***Mystery of Ft. McArthur***
System: Champions
Sat at 10:00 PM in room 159 for 8 hours
Char/Player: 1 GM: Robert van Peer
Level: 65-90 pts.
Variations: Affects Physical world is +1, Does Body is +1/2

The PC's are members of Los Angeles' top Superhero team - The Stalwarts. They are called in to investigate diversion of top-of-the-line Military equipment.

308 ***The Grim Penninsula Easter Game***
System: Dream Park
Sat at 10:00 PM in room 160 for 8 hours
Char/Player: 1 GM: Leon C. Glover III
Char: Characters provided by GM

No Historical or Class restrictions. Each PC gets 18 main skill points and 120 option points. If you wish to be a Loremaster. show up 10 minutes early.

309 ***The Sapphire Key***
System: AD&D
Sat at 10:00 PM in room 163 for 8 hours
Char/Player: 1 GM: Brian Sullivan
Level: 7th-9th level
Variations: 2nd ed.

Hastily summoned from the four corner of the globe, brave heros are asked to stop the Cult of the Damned from resurrecting their Liche King.

310 ***It's Doomsday, Do You Know Where Your Children Are?***
System: Champions
Sat at 10:00 PM in room 171 for 8 hours
Char/Player: 1 GM: David Armstrong
Level: 250-300 Pts
Variations: 100 pt Base, Max 150 Disads Some Experience Okay
Char: Characters can be provided.

Kids are being abducted by an unknown Supergroup. Why are they doing this? Challengers, Inc. wants you to find out.

311 ***From Lunch Until Eternity***
System: Teenagers from Outer Space
Sat at 12:00 Mid in room 145 for 6 hours
Char/Player: 1 GM: Shannon McGuire

High School, the Final Frontier...right. It's time to cut class, skip the cafeteria lunch, and maybe save the universe. All before study period. Silliness abounds.

312 ***The Salibe***
System: Skyrealms of Jorune
Sat at 12:00 Mid in room 149 for 6 hours
Char/Player: 1 GM: Joe Coleman
Variations: Oracle

Lake Dah-ah-deh's problem with pirates takes a strange twist from Salibe, the land-locked cousins of the salu mermen.

313 ***House of Evil***
System: Call of Cthulhu
Sat at 12:00 Mid in room 170 for 8 hours
Char/Player: 1 GM: Catherine Klikoff
Char: Characters provided by GM
In the True Spirit of Cthulhu...or, Elis has been Messin' Where She Shouldn't. Now you and your friends must stop the evil before it is too late.

314 ***Sword of Time***
System: Timelords
Sun at 8:00 AM in room 143 for 8 hours
Char/Player: 1 GM: Michael Siverling
The Time Patrol needs You! The Past you save may very well be your own. No experience necessary, Cunning preferred.

315 ***The Black Castle***
System: Fantasy Hero
Sun at 8:00 AM in room 145 for 12 hours
Char/Player: 1 GM: Matthew Buynoski
Level: CV 10 or less, 150pts
total
A giant gem; possibly magical, possibly the key to Perdition's gate, is rumored to have been found. The Dark Ones may be after it, many freebooters are...

316 ***The First Prize***
System: AD&D
Sun at 8:00 AM in room 147 for 8 hours
Char/Player: 1 GM: Frank Vicari
Variations: Crits from Arms Law
Char: Characters provided by GM
The best way to learn AD&D...in its second year...This time around, a child is missing, an ambassador's child. Help find the child and stop a war. For Beginners!

317 ***The Deserts of Aegypt***
System: Dangerous Journeys - Mythus
Sun at 8:00 AM in room 149 for 8 hours
Char/Player: 1 GM: Daniel O. Turner
Level: 60 STEEP max.
Char: Characters can be provided
Your mission - find and destroy evil, if you can! No previous Mythus experience necessary

318 ***Elizabethan Cthulhu***
System: Call of Cthulhu
Sun at 8:00 AM in room 151 for 12 hours
Char/Player: 1 GM: Whitney Lee Preston
Variations: Historical Roleplay
New Albion awaits! Time to set sail for adventure! Can you colonize an untamed land? But what awaits you there? Roleplay a must! Elizabethan Cthulhu!

319 ***The Summons***
System: AD&D
Sun at 8:00 AM in room 154 for 12 hours
Char/Player: 1 GM: Dan Brown
Level: 9th-13th Level
Variations: 1st and 2nd ed. Some Tome, Unearthed, kits
The Earth Dragon is escaping! The Oracle has summoned you to defeat it, but if the legends are true, it might be an honor better passed by.

320 ***The White Rose***
System: AD&D
Sun at 8:00 AM in room 159 for 12 hours
Char/Player: 1 GM: Jason Windham
Level: 8th-10th Level
Variations: 1st and 2nd ed.; House rules, no Psi, Good characters only
Marloc requests the pure of heart and soul to prevent a sinister artifact from falling into the clutches of Evil. "Vanquish the remains of Vecna"

321 ***The Black Rose***
System: AD&D
Sun at 8:00 AM in room 160 for 12 hours
Char/Player: 1 GM: Todd Westerlund
Level: 8th-10th Level
Variations: 1st and 2nd ed.; House rules, No psi, Evil characters only
Marlok summons the most evil of souls that crave domination of the weak. "Bring me the hand of Vecna!"

322 ***Horror in the Library***
System: Shadow Saga
Sun at 8:00 AM in room 161 for 6 hours
Char/Player: 1 GM: David Mullin
Level: Medium
Variations: Playtest of new system under development
Char: Characters provided by GM
As the Ikbari, the Lord of Light, foresaw, the great barrier has collapsed. Now the lands beyond, walled off since time immemorial, are open to scrutiny. What lies beyond? You have been ordered to be the first beyond the Barrier Mountains...

323 ***Forever Moor***
System: Ars Magica
Sun at 8:00 AM in room 162 for 8 hours
Char/Player: 1-2 GM: Edmund M. Methany
Level: Beginning
Variations: 3rd ed.; Beginners welcome
In Iberia in 1203 Moorish raids are not uncommon. But when a powerful Moorish mage begins to terrorize the countryside, your covenant is asked to track him down.

324 ***An Ancient Tale***
System: Star Wars
Sun at 8:00 AM in room 163 for 10 hours
Char/Player: 1 GM: Dave Sublett
Level: 5D-6D
Variations: 2nd ed.
Char: GM can supply Characters
Alright, listen up! this is a standard routine science exploration mission in the Rim region. Nothing eventful is expected. <skyshhhhhh> ...End Transmission...

325 ***The Puppet Masters***
System: AD&D
Sun at 8:00 AM in room 164 for 8 hours
Char/Player: 1 GM: James L. Burrell
Level: 10th-12th level
Variations: 2nd ed.; Weapon Speed Factors used
Char: Characters provided by GM
In the city of souls, golems are terrorizing the streets. The Counsel of Priests and Tower of Wizards are desperate. They seek experienced adventurers for help.

326 ***The Quality of Mercy***
System: Don't Look Back
Sun at 8:00 AM in room 165 for 6 hours
Char/Player: 1 GM: Lori Metheny
Variations: New System
Char: Characters provided by GM

Something weird is going on at Mercy Med Center. Disappearing kids, mad doctors, and things that go Bump! in the night. Sponsored by Mind Ventures. Prizes given.

327 ***The Old Grey Mage Ain't Where He Usta Be***
System: Compleat Arduin
Sun at 8:00 AM in room 166 for 8 hours
Char/Player: 1 GM: David Shearer
Level: 5-12

The old wizard is dead and his heirs will pay well to have the contents of his home cataloged. The problem is, he somehow managed to misplace the door...

328 ***The Nautiloid Wars - Rumble at the Fish Ponds***
System: Starguard
Sun at 8:00 AM in room 168 for 4 hours
Char/Player: GM: Peter Bauer
Variations: 4th ed.
Char: Figures Provided

The Nautiloids have taken over some fish ponds on Nippon2 and are having a feast! The Colonials respond by sending in the Robots and Necromorph Marines.

329 ***Dark Side of the Moon***
System: Pulp Adventure
Sun at 8:00 AM in room 170 for 6 hours
Char/Player: 1 GM: Chris Seeman
Char: Characters provided by GM

It is the year 2020. The world's energy supply is threatened by a madman. UN Secretary-General Schwarzenegger summons a cadre of licensed vigilantes to make a difference.

330 ***Engagement in the Beta Quadrant***
System: The Final Frontier
Sun at 8:00 AM in room 171 for 10 hours
Char/Player: 1 ShipGM: Gary W. Roe
Variations: Cloaking rules are in effect with modifications
Char: Ships Provided

Klingon Civil War: Be a part of Gowron's Klingon forces backed by Federation forces. Defend a vital sector against Duras forces and their Romulan allies.

331 ***Engagement in the Beta Quadrant***
System: The Final Frontier
Sun at 8:00 AM in room 171 for 10 hours
Char/Player: 1 ship GM: Stuart Thayne
Variations: Cloaking rules are in effect with some modifications
Char: Ships Provided

Klingon civil war: be a part of the Duras' forces or their Romulan allies. You will be attacking a vital sector held by Gowron's and Federation forces.

332 ***Broken Traditions***
System: AD&D
Sun at 10:00 AM in room 340 for 10 hours
Char/Player: 1 GM: Susanjane C. Ankeney
Level: 3-4th Level
Variations: 2nd ed.; Low Magic, 90% Roleplaying
Char: Characters provided by GM

Something's wrong in the Temple of Healing,. They're preaching about the healing power of flame. And charging for services! What's going on?

333 ***The Mask of Shadows***
System: Champions
Sun at 10:00 AM in room 376 for 8 hours
Char/Player: 1 GM: Dawn Greenlee
Level: 600-750 pts

Shadow Dragon has stolen the great magical treasures. You must retrieve them before his plans to cause technology to fail succeed.

334 ***The Discretion of Piracy***
System: Mekton Zeta
Sun at 10:00 AM in room 377 for 8 hours
Char/Player: 1 GM: Patrick Riley
Variations: Cinematic Combat, Beginners Welcome
Char: Characters provided by GM

Action! Intrigue! Romance! Bug-eyed Monsters! Anime Babes (andStuds) in Spandex! Save the Galaxy from Evil and Tyranny! (not necessarily in that order).

335 ***Final Protocol***
System: Theatrix; Star Trek NG
Sun at 10:00 AM in room 378 for 8 hours
Char/Player: 1 GM: Sean N. Pagliarulo
Char: Characters provided by GM

Damn the Protocols! With three powers poised to strike, execution of a Klingon ambassador may plunge the galaxy into conflict! Avoid war or win it!

336 ***Children of the Pattern***
System: Amber, the Diceless System
Sun at 10:00 AM in room 379 for 10 hours
Char/Player: 1 GM: Chad Lynch
Char: Characters will be created at game.

Many war-torn centuries have passed since the Pattern-fall War. King Random summons all children of Amber for an unprecedented meeting.

337 ***Crisis on Sirius VII***
System: Star Wars
Sun at 10:00 AM in room 381 for 8 hours
Char/Player: 1 GM: Doug Peters
Level: Mid
Variations: 2nd ed.; Some home rules
Char: Characters provided by GM

Codename: Nightcloak, the Empire launches it's deadliest tactics on Sirius VII, Genocide. Can you stop the Imperial war machine from achieving the galaxy's greatest weapon?

338 ***Don't get Your Panties in a Twist***
System: TRP
Sat at 12:00 Mid in room 154 for 2 hours
Char/Player: GM: Nyakasi Jammeh and Kerie Campbell

You heard about the Barbie Roleplaying Game of last year. so get ready for a bigger and better event (This year is NOT Barbie). Costume and persona required...

401 ***Football Hero***
System: Champions
Sun at 12:00 Noon in room 168 for 6 hours
Char/Player: 1 GM: Michael Harris
Level: 250 pts
Variations: Max 25" move
Char: Characters can be provided

The Spaldonians are back and have abducted 6 of the world's best heros and worst villains for a mad game of Intergalactic football. with the fate of the world in the balance!

402 ***Star-Crossed***
System: Star Hero
Sun at 2:00 PM in room 161 for 8 hours
Char/Player: 1 GM: Darren Watts
Char: Characters provided by GM

Join the rag-tag crew of an independent merchant ship on the fringes of human space, where survival depends on sharp wits & teamwork. Roleplaying intensive.

403 ***Beyond Voloy***
System: AD&D
Sun at 2:00 PM in room 165 for 8 hours
Char/Player: 1 GM: F. Scott Wilson Level: 8th-15th level
Variations: 2nd ed.; Spell points, No Arduin, Monty Haul; No Evils!

Save us! The catacombs hide the path to the mouth of Voloy, passage to where the Key, Crown and Orb hide! Hasten! Our doom is upon us! Your wits & might...!

404 ***Obsessed with Glory***
System: Battletech
Sun at 2:00 PM in room 170 for 10 hours
Char: Mechs can be provided GM: S. Terry Horton

6 months ago, the clans left the Inner Sphere. Then why is a clan dropship landing outside your base? Bring your own custom mechs or mechs can be provided.

405 ***Welcome to Gallows Hall***
System: Cyberpunk 2020
Sun at 4:00 PM in room 143 for 8 hours
Char/Player: GM: Tim Innes
Variations: Low Cybertech and Supernatural Themes

Dust devils twist in spiral madness as the highway stretches to infinity. Somewhere between the blazing sun and the melting asphalt is a signpost that says...

406 ***Murderer's Row***
System: Call of Cthulhu
Sun at 4:00 PM in room 147 for 6 hours
Char/Player: 1 GM: Marianne Biskup
Variations: 5th ed.; No spells

New York City, 1927. The Yankees have Gerhig & Ruth, the wits are gathering at the Algonquin, and there's this new cult in town...

407 ***The Queen of the Dead***
System: Pulp Adventure
Sun at 4:00 PM in room 149 for 12 hours
Char/Player: 1 GM: Jeff Hatch
Variations: Original System
Char: Characters provided by gm

In the shadow of the great pyramids - beneath the shifting sands, lurk unspeakable evils. Answering the summons of a famous author - the Avengers face ancient terrors!

408 ***The Jade Rose and the Sword***
System: Ninja Hero
Sun at 4:00 PM in room 162 for 8 hours
Char/Player: 1 GM: Lisa Wong
Level: 8-10d6
Variations: No Ultimate M.A.; House rules, Wild M.A.

It started off as a simple job, consulting for a film; but then the mysterious events started... Experienced players preferred.

409 ***Go to Sleep Tommy, There are No Monsters in the Closet***
System: Champions
Sun at 4:00 PM in room 164 for 8 hours
Char/Player: 1 GM: Jason A. Krestoff
Level: 250-265 pts.

Children are disappearing from a small, coastal town. Can the heros discover the sinister menace behind the plot in time to save the children?

410 ***Le Petite Empereur/Age of Gunpowder***
System: Le Petite Empereur
Sun at 4:00 PM in room 166 for 8 hours
Char/Player: GM: Chip Harrison
Char: Miniatures provided

Historical Miniatures 1500-1815 AD. Suitable for beginners or kids age 12+. Napoleonic and Renaissance scenarios. 4 different games run twice!

411 ***Man Against the Machine***
System: Mage: the Ascension
Sun at 6:00 PM in room 163 for 8 hours
Char/Player: 1 GM: Gareth Storm
Level: Starting Characters
Variations: Tradition Mages only

Autocthonia - The Living Machine. It is coming. It touches this world. Your work to heal the world is being corrupted as its growth destroys your lives. Stop it.

412 ***Terror Treads***
System: AD&D
Sun at 6:00 PM in room 168 for 8 hours
Char/Player: 1 GM: Brian Farmer
Level: 7th-9th level
Variations: 1st & 2nd ed.; No evil align, Single class only

An Ancient Tome is transcribed revealing the time of darkness; Terror destroys & corrupts the heart. Enter the dimension of Culroth & thwart the devastation.

413 ***Raven Rock***
System: AD&D
Sun at 6:00 PM in room 171 for 8 hours
Char/Player: 1 GM: James W. Tucker
Level: 3rd-5th Level

Marvis the sage has asked you to enter the remains of Castle Ravenrock and recover an old manuscript. He knows it should be in the library, and to watch out for spooks.

414 ***The Great Work - Part the First***
System: Runequest
Sun at 6:00 PM in room 376 for 8 hours
Char/Player: 1 GM: Marc Willner
Level: No Rune levels
Variations: 3rd ed.; No Fatigue

It seemed like a simple job: deliver a package to a Sartari exile in Handra. Why are all these corpses piling up? And why are they so messy?

415 ***The Second Gauntlet***
System: Ars Magica
Sun at 6:00 PM in room 377 for 6 hours
Char/Player: 1 GM: Paul Meyer
Level: Journeyman
Variations: 3rd ed.; no True Reason
Char: Characters provided by GM

For new players, or experienced players interested in a good story. Emphasis on story, role-playing and magic.

416 ***We had to Open that Stupid Box***
System: Shadow Run
Sun at 6:00 PM in room 378 for 8 hours
Char/Player: 1 GM: Dan Randall
Level: 20-40 Karma
Variations: 2nd ed.; minor variations

A short and easy little run. Grab a plain ol' wooden box for some guy who's paying the going rate. No muss, no fuss. What could go wrong?

417 ***Circle of the Dragon***
System: AD&D
Sun at 6:00 PM in room 381 for 8 hours
Char/Player: 1 GM: Jim Smidl
Level: 8th-12th level
Variations: 2nd ed.; Some home rules
Char: Characters provided by GM

Adventure, fun and danger await as you and your companions travel to the Demon Mountains to retrieve a powerful artifact. Role-playing.

501 ***The Case of Raymond's Oyster Farm***
System: AD&D
Sun at 8:00 PM in room 145 for 6 hours
Char/Player: 1 GM: Mike Thulander
Variations: Living City
Char: Bring a L.C. character, or create at game

A missing apprentice and an oyster farm owner. Your assignment, if you choose to accept it: locate and bring them back. RPGA Standard XP.

502 ***Children of an Elder God: Juan Thieu, Tree***
System: Call of Cthulhu
Sun at 8:00 PM in room 151 for 8 hours
Char/Player: 1 GM: Charles Keith-Stanley
Variations: Cthulhu Now
Char: Characters provided by Gm

The Miskatonic University Game Society gets caught between a rock and a hard place during the Summer of Grunge. Everybody must get...stoned? Heavy roleplaying.

503 ***Teela O'Malley Step Aside***
System: Paranoia
Sun at 8:00 PM in room 154 for 6 hours
Char/Player: 1 GM: Ken Coyote
Char: Characters provided by GM

Prepare to become a superstar in the first annual episode of Alpha Complex's brand new hit vidprogram—"Real Stories of the Troubleshooters on Patrol".

504 ***When it Rains, it...***
System: Cyberpunk
Sun at 8:00 PM in room 156 for 8 hours
Char/Player: 1 GM: Tony Barajas
Level: 70 points
Variations: some

Memo: Division 5, Extract Dr. Jones. First try failed. memo will be destroyed according to Protocol 5 par. 4. Autho: CEO A.N. McWellder Unix Chem. Good Luck.

505 ***The Kodar War***
System: AD&D
Sun at 8:00 PM in room 157 for 10 hours
Char/Player: 1 GM: Harold D. Hulbert
Level: 10th-12th Level
Variations: 1st and 2nd ed. Rules; Good or Neutral Good characters only

The time of the Kobuk is at hand in the land of Sukur. The Prince Regents seeks all those worthy to fight at his side, for evil and darkness are swallowing up the realm.

506 ***Hammer and Steel***
System: AD&D
Sun at 8:00 PM in room 159 for 8 hours
Char/Player: 1 GM: Philip Cobert
Level: 7-9th level
Variations: 2nd ed.; Combat & Tactics Supplement

Bring your fighters and thieves for some swords vs. sorcery action on an epic quest in a Viking-style world. No Evil PC's.

507 ***Death Stalks for Justice***
System: Gamma World
Sun at 8:00 PM in room 160 for 8 hours
Char/Player: 1 GM: Bryan Aho
Level: 2nd-4th
Variations: 4th ed.

Sak Tormento has been deluged with drugs shipped from "Sin City". To save the restorationists, you must stop them at the source. 4th year of an ongoing game.

508 ***Unraveling the Web***
System: Hero
Sun at 8:00 PM in room 340 for 8 hours
Char/Player: 1 GM: Dan Conner
Level: 160 pts
Variations: Cyber, Fantasy and Horror Hero
Char: Characters can be provided

Feel like mixing magic and science, but don't like the combat system? Take a run on the Hero side. Good luck finding whose side you're on! Experienced Heros only!

509 ***Welcome to the Shadowlands***
System: AD&D
Sun at 8:00 PM in room 379 for 10 hours
Char/Player: 1 GM: John R. Gillette
Level: 7-10th level
Variations: Own campaign setting, Good Characters to Neutral

Now where are your characters? They have traveled to a city suspended hundreds of feet in the sky. What danger awaits in this strange place? Only the brave know!

510 ***Murder at the Jazz Club***
System: Live-action, Diceless
Sun at 10:00 PM in room 147 for 4 hours
Char/Player: 1 GM: Richard Silver
Level: N/A

Journey to Sharkey's Jazz Club in 1927—and help solve (or get away with) "The Baby Doll Murder" 100% Diceless Roleplay.

511 ***Contest of Champions***
System: AD&D
Sun at 10:00 PM in room 161 for 8 hours
Char/Player: 1 GM: John J Hertoss
Level: 9-13th Level
Char: GM Provided

Eight gods in dispute select eight champions to adventure in their place. The fate of the Prime Material Plane rests in the hands of the champions.

512 ***A Shadow in the Dark***
System: Wraith: The Oblivion
Sun at 10:00 PM in room 165 for 8 hours
Char/Player: 2 GM: Topac Quinteros
Level: 30 Freebies, no Sorcanos
Variations: Described at game

It's almost the year 2000, and some people just can't accept it, especially a dead one! A messenger of Fate enlists the players, but can they trust him?

513 ***You Think You Have Problems!***
System: AD&D
Mon at 8:00 AM in room 143 for 8 hours
Char/Player: 1 GM: David L. Commerford
Level: 7th-11th Level
Variations: No Artifacts or Relics

You must deliver the son of the Evil Wizard to the rebels. High Pay! High Risk! Good aligned characters only.

514 ***Reluctant Heros***
System: Champions
Mon at 8:00 AM in room 145 for 6 hours
Char/Player: 1 GM: Andrew Robinson
Level: 200-300 Pts
Can your Heros rescue the Horsemen? Do they want to?

515 ***The Shock of Your Life***
System: Dark Conspiracy
Mon at 8:00 AM in room 147 for 6 hours
Char/Player: 1 GM: Felipe Morales
Level: Beginning
Variations: Empathic Sourcebook
Char: Characters provided by GM
Investigate the mysterious electrical blackouts, strange lights, and explosions in a troubled farm town. An introductory scenario to the darkworld of 2017.

516 ***Horror Clutched Heart***
System: Earthdawn
Mon at 8:00 AM in room 149 for 8 hours
Char/Player: 1 GM: Michael Simpson
Level: 4th-6th Circle
Char: Characters can be provided
Misery and fear have descended on the village of Gont. Only a group of heros with the stuff to become legends can set the people free!

517 ***...A Bad Deal***
System: AD&D
Mon at 8:00 AM in room 151 for 8 hours
Char/Player: 1 GM: Andreas Metzger
Level: 1st-3rd Level
Variations: 1st ed.
The Duke got suckered by a demon. Now you have to beat the demon's team in the "Challenge of the Lounge". Fail, and you die, she dies, and everybody dies

518 ***And Grant us Thy Peace***
System: Mage: The Ascension
Mon at 8:00 AM in room 154 for 6 hours
Char/Player: 1 GM: Anthony Davis
Level: Disciple
Variations: 1st ed; Celestial Chorus only
Char: Characters provided by GM
Celestial Chorus special: Father Timothy, Abbot of your secluded monastery, has been murdered; slain by the groundskeeper during a strange Custos revolt. Why?

519 ***The Castle Curse***
System: AD&D
Mon at 8:00 AM in room 156 for 8 hours
Char/Player: 1 GM: Steven Sauer
Level: 5th-8th level
Variations: 2nd ed.; Basic rules only (PHB and DMG)
Char: Characters provided by GM
Locals have always believed the castle on the hill was cursed. They were right. You have been hired to enter the castle and lift the curse.

520 ***Dark Hood's Brew***
System: AD&D
Mon at 8:00 AM in room 159 for 8 hours
Char/Player: 1 GM: William A. Rumley, Jr.
Level: 9th-12th Level
Variations: Variant; Most 2nd ed. supplements used
Spies and assassins needed for a cleanup and reconnaissance mission into the dangers of Dark Hood's underground. Enter if you're brave, come if you dare.

521 ***Gangs, Corporates, Edgerunners, Oh My!***
System: Cyberpunk
Mon at 8:00 AM in room 160 for 8 hours
Char/Player: 1 GM: Robert Calpo
Variations: Explosives and mono weapons.
Char: Characters provided by GM
Freelance Merc team is hired to retrieve a Corp's daughter from a gang. Are you up to the task?

522 ***Point of no Return***
System: AD&D
Mon at 8:00 AM in room 161 for 8 hours
Char/Player: 1 GM: Winifred Ju
Level: 9th-12th Level
Variations: 2nd ed.
Brothers of the Dark Path take heed! For the violation of the Assassin's Creed, Graeson Blademaster must die! Suggested for Mature Audiences, Lawful-evil only.

523 ***Back to the Tower***
System: AD&D
Mon at 8:00 AM in room 162 for 8 hours
Char/Player: 1 GM: Allen Cohn
Level: 6th-9th Level
Variations: 2nd ed.
You were sent to destroy the giants' tower — legend says it forms a magical passage to your town. Now you're caught behind enemy lines and it's your only hope of escape.

524 ***The Creeps***
System: Mage: The Ascension
Mon at 8:00 AM in room 163 for 8 hours
Char/Player: 1 GM: Sophie Legace'
Char: Characters provided by GM
Time is short. The walls have ears. Reality grows more inflexible each day, and for some reason the whole world seems to be marshalling against you.

525 ***TimeStreams***
System: Champions
Mon at 8:00 AM in room 164 for 10 hours
Char/Player: 1 GM: Robin Hayes
Level: 60 Active Points
Variations: Some
Things are changing so fast these days: famous art works, world leaders?! Only you and the other heros are unaffected, how do you fix it?

526 ***Betrayal Amongst us***
System: AD&D
Mon at 8:00 AM in room 165 for 8 hours
Char/Player: 1-2 GM: Aaron W. Reeves
Level: 75,000 xp (7th L)
Variations: 2nd ed.
There is racial tension between humans and elves. The human's side is curious about elves, and sends a scouting party to clarify the situation (trust no one).

527 ***Desert Swarm***
System: Warhammer 40K
Mon at 8:00 AM in room 166 for 4 hours
Char/Player: GM: Nick Thompkins
Char: Figures and Terrain Provided
The Imperial Desert Raiders & Dark Angels attempt to hold the last oasis against the ravening Tyrranid Swarm. You have to see it to believe it!

SURVIVAL TIPS
DunDraCon 20

Read all this stuff. You really do want to know most of what's in it.

Follow the few rules we've got. Chaos is no fun when you can't leave the table.

Health Club and Pool are for the use of registered Hotel Guests only.

Sleep some of the time. Your body needs rest, even with non-stop distractions. If you start another run at 2 in the morning, you'll probably be too wasted to play in your Official game at 8 AM next day.

Eat something besides potato chips and candy. Your endurance and concentration will improve amazingly. (And remember - it's hard to buy food after the snack bar closes, so lay in supplies.)

Drink a lot. Hotel air is very dry; try to avoid sugar and alcohol as much as you can. (Alcohol is allowed only in the bar and in private rooms, and only for those of age. Ignore this rule, and you will be asked to leave the convention.)

Tell people where you are. Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.

Check the hotel desk and the DunDraCon bulletin board for messages a few times a day - it's a nightmare to try to find one person among the mob filling the hotel.

Keep your temper. The committee is trying to make the Con run as smoothly as possible. If something goes wrong, we'll get it fixed faster if we can just work on the cure - without stopping to swear that we didn't foul things up on purpose.

Watch your step. Don't run in the halls, slide down the banisters, or otherwise endanger yourself or others. It's hard to move figures when you're in traction.

Use the trash cans. Garbage left for someone else to pick up is a major social blunder.

Smoke only where allowed - that is, in the hotel front lobby, private rooms, and outside. Do not smoke in the Dealer's Room, Seminar rooms, or any other DunDraCon area.

Leave weapons and masks in your room, if you've brought 'em. (A weapon is, by definition, anything the Committee thinks is a weapon - please don't argue.) This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the SCA people keep everything in their room except en route to and from scheduled demos.

Masks are a safety hazard too. We want to keep everyone recognizable and responsible for their own acts.

Lazertag and paintball guns and equipment are included in this; you will probably be considered to be a Killer player if you're wearing this stuff.

No Walkie-Talkies. Security requires this.

Stay out of Killer games! Killer players get bounced from the Con.

Don't cook in your rooms! It's a hazard that might set off extinguishers, cause fires, or just get you thrown out of the hotel. . . .

If you choose to go out and get food (or have it delivered) **please** don't leave the carcasses lying around - it annoys the Hotel staff, which makes it harder for us to work with them next year.

We cannot page people at the Con, nor can we guarantee to reach/find anyone. You CAN leave a note on the message board.

Please keep your rooms relatively neat. Especially, keep sleeping bags, iceboxes, etc. safely stowed away in closets/drawers.

No gaming in the restaurant... and tips are expected by the staff there!

Wear your convention Badge!

Enjoy your stay at DunDraCon 20!